## PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 10,670,243. **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [ SMALL ENTITY OR **TOTAL CLAIMS** RATE FEE RATE FEE FOR: BASIC.FEE NUMBER FILED **NUMBER EXTRA** 375.00 BASIC FEE 750.00 OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +140= +280= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL 750 CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY SMALL ENTITY OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT TIONAL RATE RATE TIONAL **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEÈ FEE Total Minus X\$ 9= X\$18= OR Independent<sup>\*</sup> Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) · (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT RATE TIONAL TIONAL **AFTER PREVIOUSLY EXTRA** RATE **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9 ⇒ X\$18= OR Independent Minus \*\*\* X42 =X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER PRESENT AMENDMENT **AFTER** PREVIOUSLY **RATE** TIONAL **EXTRA** RATE TIONAL AMENDMENT **PAID FOR** FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus \*\*\* X42= X84= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +140= +280= OR • If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." TOTAL OR ADDIT. FEE ADDIT. FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

**Application or Docket Number**